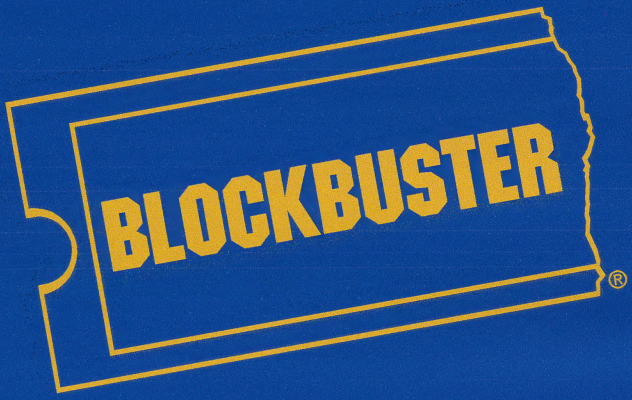
PORTLAND RETRO GAMING EXPO

October 13TH – 15TH, 2023



BE KIND AND REWIND TO A SIMPLER TIME.

THE BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP IS BACK AT THE PORTLAND RETRO GAMING EXPO!

We're beyond excited to bring back the official Blockbuster World Video Game Championship to the Portland Retro Gaming Expo again this year. We worked hard to make this event accessible to all ages and skill levels and hope that you and family will come out and be a part of this nostalgic Championship.

Hosted by the Portland Retro Gaming Expo and powered by Double Jump Events, the Blockbuster World Video Game Championship IV will test your video game skills and is free to enter for all PRGE attendees! This year is all about HIGH SCORES.

Rack up more points than anyone else in each game to become the Blockbuster World Video Game Championship IV Champion!

The first 250 participants will receive a Blockbuster name badge and all participants will be entered into a raffle to win exclusive Blockbuster World Video Championship IV items.

LOCATION:

Hall C

DETAILS:

ROUND 1: ***Uchusen Blockbuster Challenge***
A retro-styled action arcade shooter, where the player has 2 minutes to collect as many VHS tapes as possible.

ROUND 2: ***Kobayashi Maru: Redux***
You'll have 3 minutes to time-jump through the skies and go for that high score!

ROUND 3: ***Rebooteroids: Blockbuster 180 Challenge***
Rotate the EWS left and right, thrust to avoid colliding with objects, and most importantly, fire to blast everything in sight over 3 minutes.

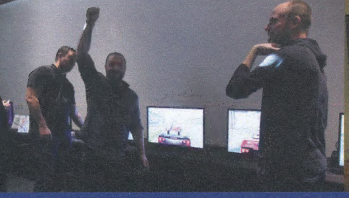
SCHEDULE:

SATURDAY:
10:00 AM - 12:00 PM — in-person registration.
12:00 PM — Round 1: *Uchusen Blockbuster Challenge* tournament begins.

SUNDAY:
10:00 AM — Round 2: Begins with *Kobayashi Maru: Redux* and concludes with *Rebooteroids Blockbuster 180 Challenge.*

PRIZES:

1st Place Prize: $1500 and 1 of 3 officially licensed Sega Dreamcast VMU's, and Blockbuster merchandise
2nd Place Prize: $500 and Blockbuster merchandise
3rd Place Prize: $250 and Blockbuster merchandise



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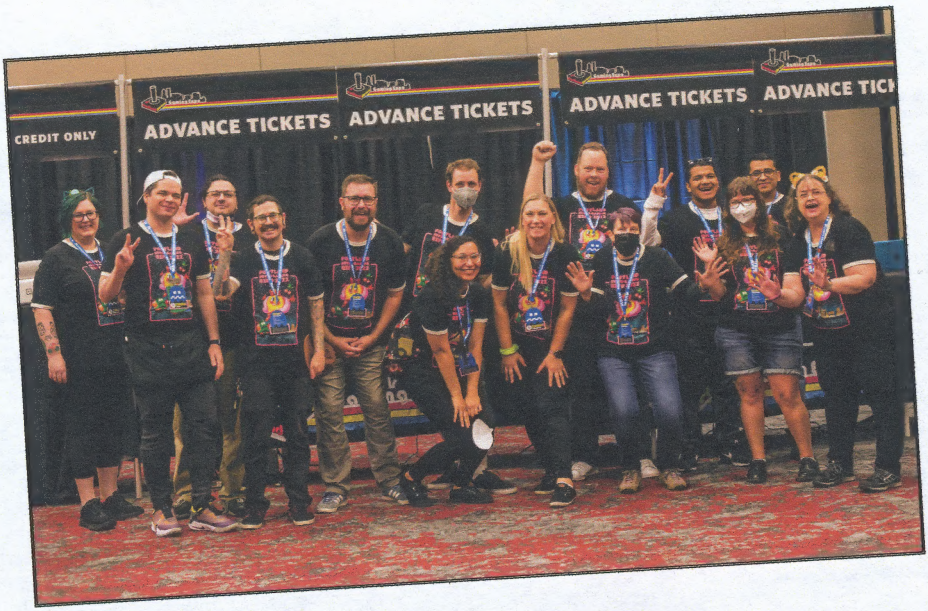
PORTLAND

THANK YOU, JAKE!

We would like to take this opportunity to thank Jake Bichler for being an important part of PRGE. Jake has retired from the board of directors after dedicating many years to helping us grow and succeed. Jake began as an All-Star volunteer with a passion for retro video games who then became a partner in the Volunteer Coordination. His passion, heart, and leadership then brought him to a position and an important voice on the board of directors. Many of our alumni volunteers will always remember Jake with his top hat and friendly presence. He played a key role in the organization of our panels and special guests and many other moving parts of PRGE.
Portland Retro Gaming Expo would not be what it is today without Jake and his dedication. So, thank you Jake for your invaluable contribution and leadership. We wish you and your family all the best in this new chapter!

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo



WELCOME!

Dear friends and fellow gamers,

Welcome to Portland Retro Gaming Expo 2023! For those of you attending for the first time, it's nice to meet you and we hope you will become regulars! For our returning champions, it's good to have you back! This year we have a lot of exciting things happening, some returns of fan favorites, some massively expanded areas and some truly exciting special guests. And since it's Friday the 13th, we'll cover that angle as well. Read on!

2023 Preview:

The Blockbuster World Video Game Championship IV is here! After last year's glorious return of this iconic tournament, we decided to go even bigger and the prizes are out of this world! It was only fitting to give the Championship its own huge stage in Hall C, right next to the expanded Blockbuster Experience, run by Sandi Harding and her crew from the Last Blockbuster on the Planet!

Speaking of tournaments, we have our friends from the Classic *Tetris* World Championship back again. Intense *Tetris* action, maxed-out scores, and a serious flashback to the NES glory days — it's all here! The Rose City Bumble *Killer Queen* tournament returns to the Retrocade. It's the world's only 10-player/5v5 strategy arcade game which makes for intense fun for players and spectators alike. And PRGE is hosting an IFPA Pinball Tournament and a Cosplay Contest — so plenty of things to compete in!

Celebrating the 30th anniversary of the release of the Atari Jaguar, we have multiple panels on this iconic console and a special exhibition in our museum. Thanks to the Video Game History Foundation you can "Do The Math!" and check out the entire Atari Jaguar library. We have many more panels covering consoles and games from A(tari 2600) to X(box).

We have some excellent guests this year! AVGN returns for a special Halloween panel and brings his band Rex Viper for a Friday night concert. Fellow gamer and *AGT* comedian Ryan Niemiller (aka The Cripple Threat) has a comedy show Saturday night plus a panel on accessibility in gaming. Legendary film maker Lloyd Kaufman and mascot Toxie are ready to Troma-tize the audience and also present some new games. Friday the 13th weekend would not be complete without exploring the infamous NES game, and Andrea Subissati *(Rue Morgue Magazine)* will be your guide!

We've heard your feedback on last year's auction and this year's event will be back to the "in the room" format with amazing collectibles, mystery boxes, and some special guests. We have a slew of rare items, including neon signs, kiosks, promo material, and much more! The auction starts at 8:00 PM on Saturday on the Hall C stage.

For the collectors, the Exhibitor Hall is what you've been waiting for. We doubled the space from last year and have around 300 vendors with everything from classic games and collectibles to art and custom creations.

There is so much more good stuff, so please check out our online schedule at *retrogamingexpo.com*

Sincerely,

The Staff and Volunteers of Portland Retro Gaming Expo

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PANELS & EVENTS • SUNDAY: 22-24

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SHOW SCHEDULE

FRIDAY • October 13

The Retrocade is open on Friday. The Exhibitor Hall will open at 9:00 AM on Saturday morning. Panels will begin at 10:30 AM on Saturday.

11:00 AM • Presale badges can be picked up or admission can be purchased at the Will Call starting at this time. Rooms F149/F150.

12:00 PM • The Retrocade opens to the public (located in Hall E)

10:00 PM • PRGE closes for the evening

SATURDAY • October 14

The PRGE Exhibitor Hall, Retrocade, and auditoriums will all be open on Saturday.
Pro-tip: If you already have a badge you picked up on Friday, you can proceed directly to the line queue.

7:00 AM • Presale badges can be picked up at Will Call. Rooms F149/F150

8:00 AM • Badges can be purchased at Will Call— Rooms F149/F150

8:00 AM • Exhibitor Hall and Retrocade opens for Power Pass holders

9:00 AM • Exhibitor Hall and Retrocade opens for all attendees

9:00 AM - 10:00 PM • Tournaments (See pages 15–16 for details)

10:00 AM - 9:30 PM • Speakers & Panels in auditoriums

5:30 PM • Exhibitor hall closes for the day. Retrocade remains open.

6:30 PM - 8:00 PM • Auction Registration (See pages 25 for details)

8:15 PM - 10:00 PM • PRGE Live Auction (See pages 25 for details)

10:00 PM • PRGE closes

SUNDAY • October 15

9:00 AM • Exhibitor Hall and Retrocade opens for Power Pass holders

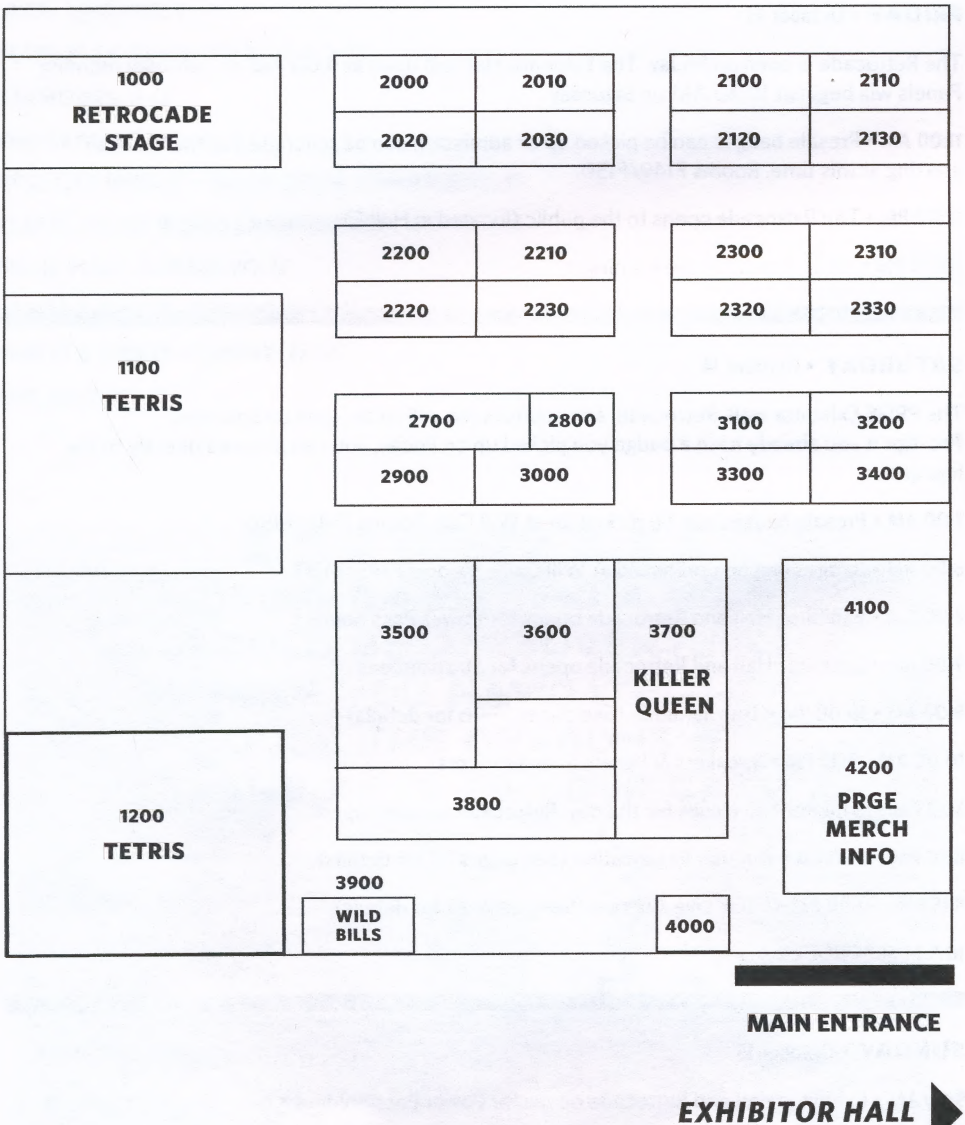
10:00 AM • Exhibitor Hall and Retrocade opens for all attendees

10:00 AM - 5:00 PM • Speakers & Panels in auditoriums

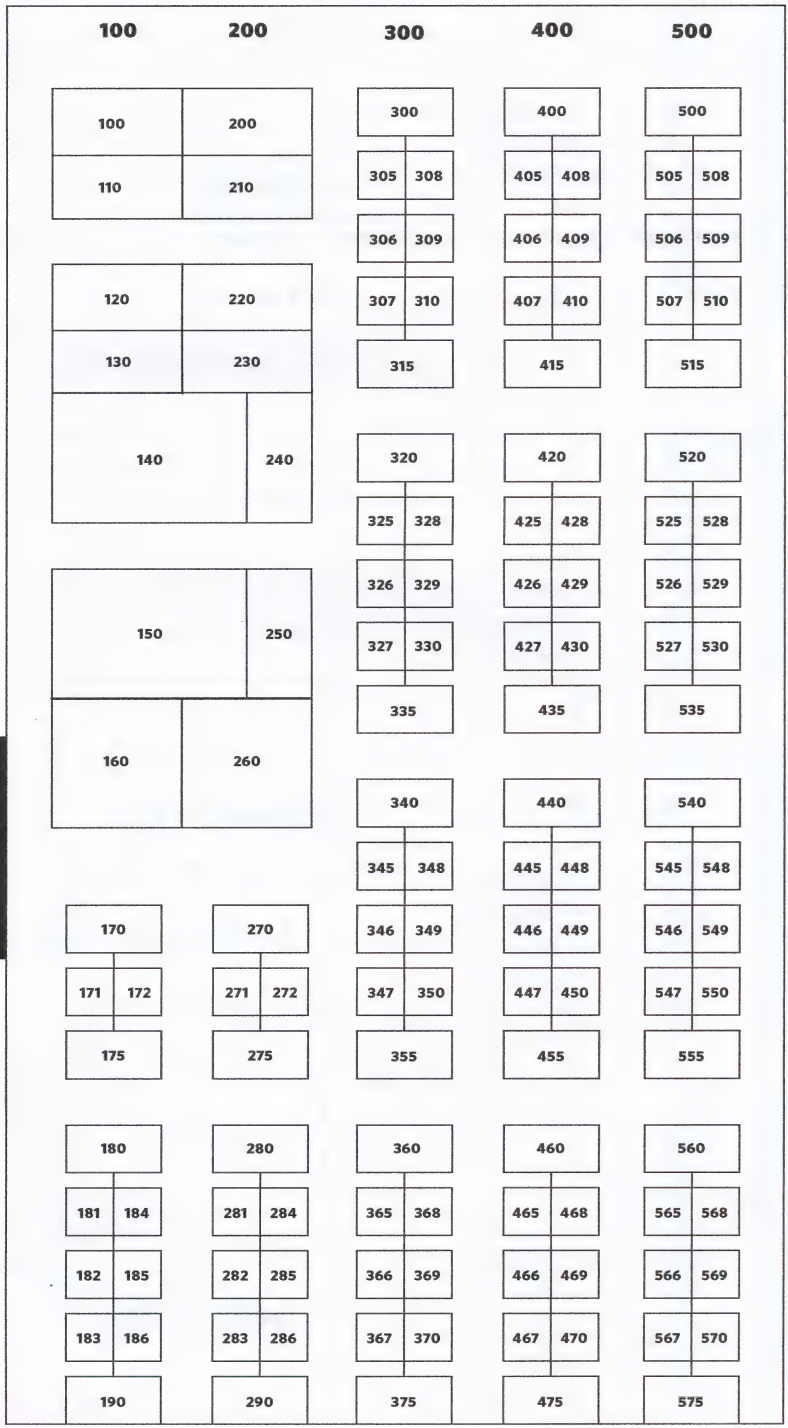
10:00 AM - 5:00 PM • Tournaments. See pages 15–16 for details

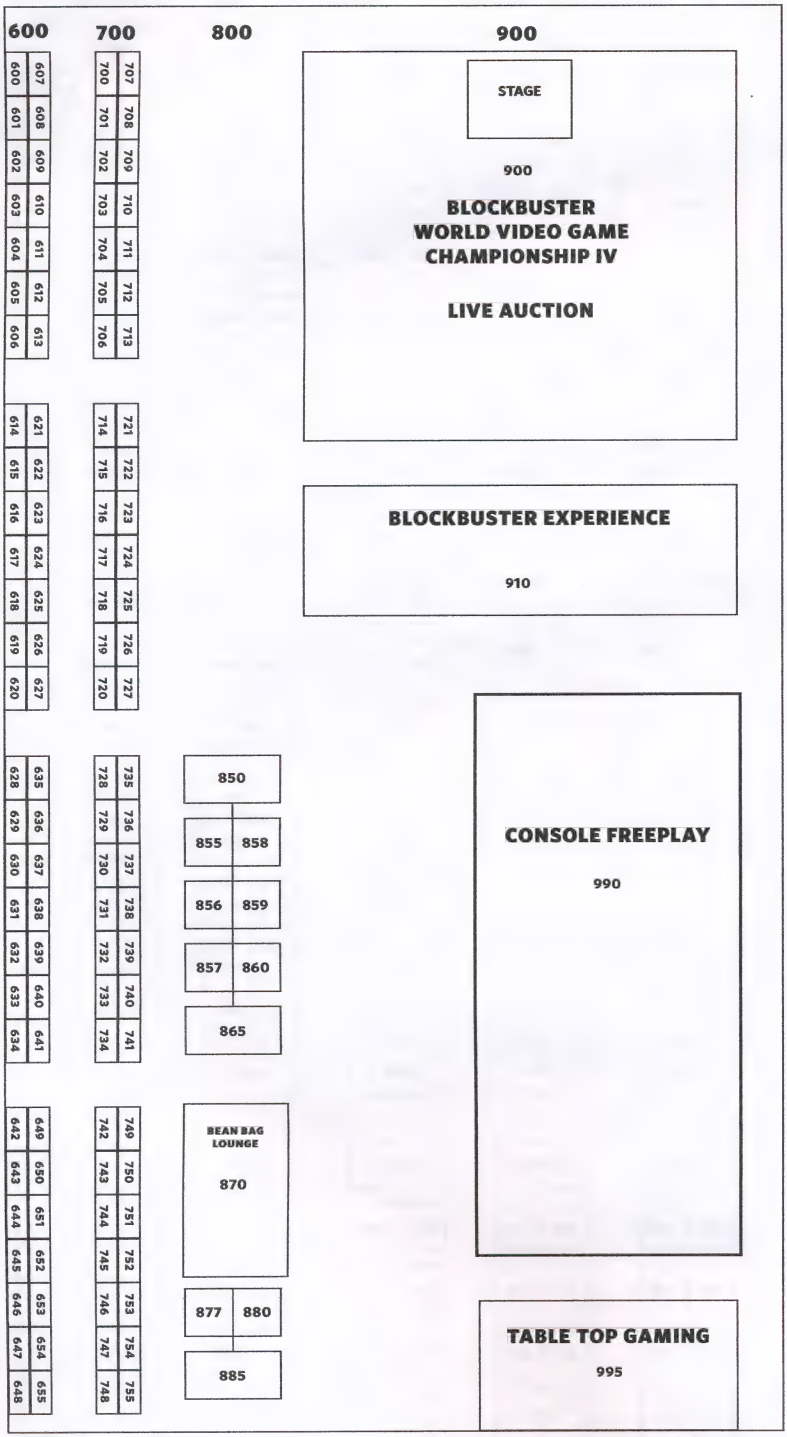
5:00 PM • PRGE Closes

RETROCADE — HALL E



EXHIBITORS — HALL D

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PRGE Annual Cosplay Contest

Saturday • 6:00 PM – 9:00 PM • Retrocade Stage (Hall E)
Pre-Meet • Saturday • 3:00 PM – 6:00 PM • G-130

All attendees are invited to attend PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes!

- To participate, please sign up online using the QR code on the opposite page. If you cannot sign up online, you may do so at the Cosplay **Pre-Meet in Room G-130**. Make sure you are present, in costume and prepared to explain your costume at the Pre-Meet. If you miss the Pre-Meet you may not be able to participate in the contest.

Categories

- Best in Show (First, Second, and Third place) • Best Kid • Judge's Choice • Honorable Mention

Cosplay Contest Rules:

- PRGE's cosplay event is a walk-on costume contest.
  Feel free to be "in character" on stage, but keep in mind that no nudity, profanity, hate-speech, or otherwise offensive language or costumes will be allowed on the stage. This is up to the discretion of the judges.
- Store-bought costumes are not eligible for prizes, but you are welcome and invited to come on stage and have your moment in the spotlight! Some portion of your costume must be hand-made either by yourself or with assistance from family and friends.
- Costumes related to Video Games are preferred, but not required.
  We are a gaming convention, but we gladly welcome cosplayers of all fandoms.
- Costumes will be judged according to your level of expertise.
  This is to keep things as fair as possible for everyone. Don't worry if this is your first time making a costume, our judges will keep that in mind. Bring a reference image for your costume so our judges can be as fair as possible. This is especially important if your costume is an original concept or character.
- If you're 13 or younger, you will be judged in the Kids' category. Your parent or guardian must be with you at the contest. No, they don't have to come on stage with you.
- You may enter as an individual, a family, or a group.
  Keep in mind that if you choose to do this, there is only one prize pack per judging category, and you will need to split the prize with your group.
- Your costume must be self-contained.
  No projectiles flying out of props, keep your finger off the trigger, no rocket fists flying out into the audience, no live steel or sharpened edges. If your costume is elaborate or has limited mobility or vision, please have a handler with you to help you on and off the stage. There will be steps. Please inform us in advance if you need accommodation.
- You must have a PRGE admission badge.

COSPLAY
CONTEST
Over $1000 in Prizes!
Saturday Oct.14th
6:00 PM
Arcade Stage
Contestant Pre-Meet
3:00 PM
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Scan for info,
rules, & sign up!

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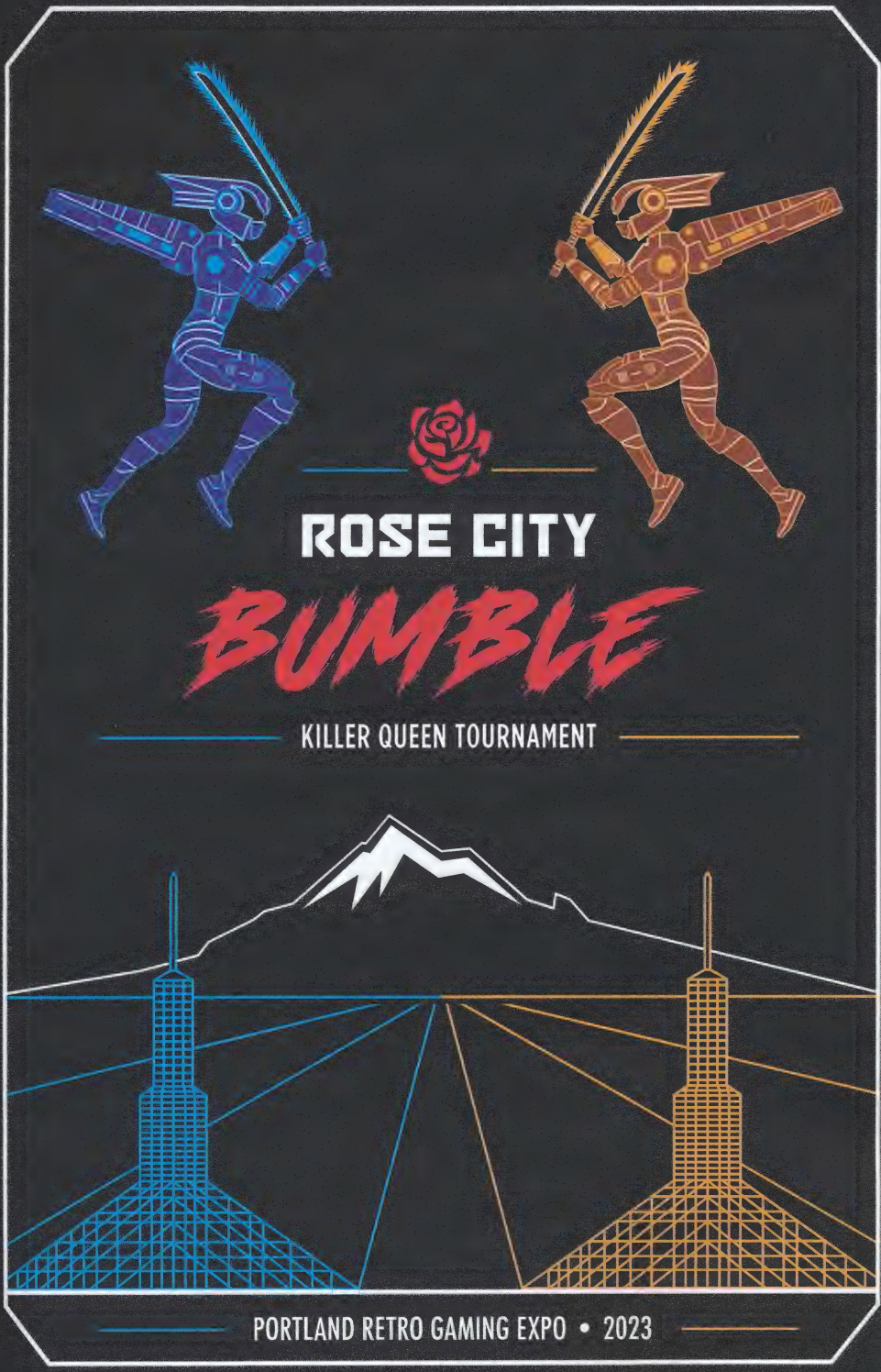

ROSE CITY
BUMBLE
KILLER QUEEN TOURNAMENT
PORTLAND RETRO GAMING EXPO • 2023

Killer Queen, featuring real-time strategy for up to 10 players at once, is the first game of its kind to bring gamers together for competition and community. Opposing teams of five race to be the first to defeat the enemy queen, fill their hive with berries, or run the snail home. With a retro-inspired art style and gameplay reminiscent of Joust, *Killer Queen* perfectly blends modern indie gaming with an admiration for the classics.

Portland's *Killer Queen* community is one of the earliest established *Killer Queen* communities in the country. Since 2015, Portland has hosted regular monthly tournaments, mixers, including Bumblebash 3 — the official *Killer Queen* national tournament of 2018. This year, the Rose City Bumble tournament is open to anyone who wants to join. Head over to the **Killer Queen Arena (Located in the Retrocade — Hall E)** to sign up by yourself, with a friend, or a full team of 5! Check out the timetables below for important sign up deadlines. The tournament will be capped at 8 teams.

Killer Queen will be free to play throughout the weekend. Just want to watch? Feel free to lounge in the spectator area where you can cheer for competitors and discuss the game with others. Hype encouraged — we hope to see you there!

For more information on *Killer Queen*, tournament rules, or opportunities to play, please visit: *killerqueenpdx.buzz*

Rose City Bumble Tournament & Killer Queen Schedule

Location: Killer Queen Arena • Retrocade

FRIDAY • Free Play • 12:00 PM - 10:00 PM

SATURDAY

Free Play • 10:00 AM - 10:00 PM

SUNDAY

Rose City Bumble Tournament Registration • 10:00 AM - 11:00 AM

Rose City Bumble Tournament Check-In • 12:00 PM - 12:30 PM

(Failure to check in may result in disqualification!)

Rose City Bumble • 1:00 PM - 3:00 PM

CLASSIC TETRIS WORLD CHAMPIONSHIP

After over 10 years of Classic Tetris World Championships, the competition is stronger than ever! Inspired by the historic 1990 Nintendo World Championships, the tournament has brought the love of classic Tetris into the 21st century.

The competition launched in 2010 during the filming of *Ecstasy of Order: The Tetris Masters* to determine the world's greatest *Tetris* player. For the first two years, the competition was held in Los Angeles, California, but in 2012, it moved to the Portland Retro Gaming Expo and has been held here annually ever since.

Classic Tetris Tournament

Location: Tetris Arena • Retrocade

FRIDAY • CTWC Qualification • 12:00 PM - 10:00 PM

SATURDAY

CTWC Qualification • Morning

CTWC Silver Bracket early rounds • Afternoon

CTWC Gold Bracket early rounds • Afternoon

CTWC Legends Tournament • Evening

SUNDAY

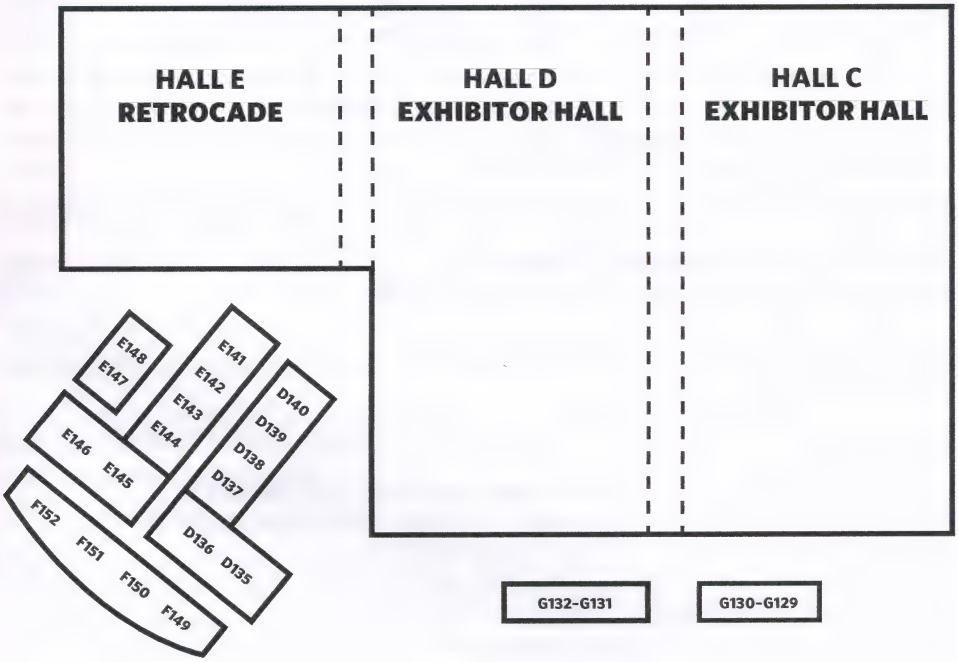
CTWC Silver Bracket Semi Finals and Finals • Morning

CTWC Gold Bracket Round of 16 • Morning

CTWC Gold Bracket Quarter/Semi/Finals • Afternoon

For the official Rules, visit: thectwc.com/rules/ or scan the QR Code below.

FLOOR PLAN — OVERVIEW



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AUDITORIUM 2 • D137-D140

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REGISTRATION • F149-F152

COSPLAY CONTEST PRE-MEET • G130

VHS SWAP • G131-G132

LIVE AUCTION • HALL C

Storytime with the Voice of NBA JAM, Mr. BOOMSHAKALAKA

Featuring: Tim Kitzrow • 10:00 AM – 10:45 AM • Auditorium 2

Tim discusses how he began his career doing voice work with Williams/Bally/Midway on over 15 classic pinball titles including *The Twilight Zone, Elvira's Scared Stiff, Attack From Mars* and many more. Followed by a brief history of MIDWAY GAMES in the '90s and his role as the iconic sports announcer for all of their titles including *NBA JAM*.

Prototype Consoles & Obscure Histories

Featuring: Adam Koralik • 10:30 AM – 11:15 AM • Auditorium 1

Join Adam Koralik and guests as they discuss and show off legendary prototypes like the Sega Pluto and Atari Jaguar Hot Rod Dental Unit. Learn about their histories, funny stories, and who knows what else may show up?

SHIRO! SHOW LIVE: Sega Saturn Homebrew & Fan Translations

Featuring: SaturnDave, TraynoCo, Pandamonium • 11:00 AM – 11:45 AM • Auditorium 2

Over the past decade, Saturn has seen a steady "retro resurgence", and this increased interest in the console has led to several amazing community projects, including impressive homebrew games and mind blowing English translations & voice dubs! *The SHIRO!* crew will bring you up to speed on all the great projects out there and how you can enjoy them, even on a budget!

The Angry Video Game Nerd talks HALLOWEEN

Featuring: James Rolfe, moderated by Bradley Conklin • 11:30 AM – 12:15 PM • Auditorium 1

You already know he's going to take you back to the past... BUT, this time, since it's October, the Nerd is here to talk about Halloween. The holiday. (Though, you can safely assume the films of the same name will come up). James Rolfe will chat about his spooky childhood memories, hellish haunts, horror films, TV specials, and, of course, your favorite AVGN Halloween moments!

Once Upon ATARI

Featuring: Howard Scott Warshaw • 12:00 PM – 12:45 PM • Auditorium 2

This is a classic take on gaming issues both then and now. As a pioneer of the video game industry and now a psychotherapist, Howard is uniquely qualified to answer questions about what video gaming means to players, and what video game playing means to our society today. This session is about answers to all manner of questions and exploration of innovative ideas.

Atari Jaguar 30th Anniversary Panel

Featuring: Faran Thomason, Stephen Mitchell, James Hampton, Ted Tahquechi
12:30 PM – 1:15 PM • Auditorium 1

They were there. And are at PRGE to tell the tales from behind the scenes at the Atari Corporation in Sunnyvale California circa 1993. Bring your burning questions for the panel Q&A. As part of the 30th anniversary of the release of the Atari Jaguar game console.

Atari 2600 Homebrew Then and Now

Featuring: Garry Kitchen, John Champeau, moderated by Tim Lapetino
1:00 PM – 1:45 PM • Auditorium 2

The Atari 2600 is one of the most iconic and enduring consoles in video game history. While Atari released its last official game for the 1977 console in 1990, a generation of talented programmers, fans, and creators have picked up the baton to keep the console alive. The 2600's fans have nurtured a healthy "homebrew" development scene, which has led to many new and innovative games released for the system long after its expiration date. Author Tim Lapetino will interview Garry Kitchen (Activision alum and CEO of Audacity Games) and John Champeau (of publisher Champ Games) to discuss their various games, tools, and approaches to making 2600 games in the modern era.

Troma & Retroware present "Toxic Crusaders: The Game": The Panel

Featuring: Lloyd Kaufman, Justin Silverman, and TOXIE himself!
1:30 PM – 2:15 PM • Auditorium 1

Are you serious?? They're making a *Toxic Crusaders* video game?? YES! The '90s cartoon based on the '80s R-Rated, gore-filed B-movie IS becoming a video game. The cartoon never got a second season, but this new game plans on re-writing that wrong, literally. Join the president of Troma Lloyd Kaufman and Retroware's Creative Director Justin Silverman go over the ins-and-outs of the new game. PLUS, the real Toxie will do a Q&A.

Everybody Wins: Opening Up Gaming Through Accessibility

Featuring: Ryan Niemiller, Brannon Zahand • 2:00 PM – 2:45 PM • Auditorium 2

Comedian and gamer Ryan Niemiller aka "The Cripple Threat" and Xbox Accessibility Manager Brannon Zahand discuss the challenges and rewards of making video games more accessible to everybody. Expect an eye-opening panel with lots of humor and some "hands"-on examples.

Kit & Krysta Podcast LIVE!

Featuring: Kit Ellis, Krysta Yang • 2:30 PM – 3:15 PM • Auditorium 1

Kit Ellis and Krysta Yang worked at Nintendo of America for a combined 25+ years where they worked with legendary developers, helped to launch beloved games and created the hit *YouTube* show *Nintendo Minute* which aired for over eight years. Join them for a live installment of the *Kit & Krysta Podcast* where they will be sharing never-before told stories about their time at Nintendo, breaking down the latest industry happenings and answering your questions!

Completely Unnecessary Podcast: Celebrating 10 Years

Featuring: Pat Contri, Ian Ferguson • 3:00 PM – 3:45 PM • Auditorium 2

The *#CUPodcast* is live! Join Pat and Ian as they discuss the latest and craziest retro gaming news, discuss what doing the podcast for 10 years means, and take Q&A from the audience.

Evercade: The Classic Physical Gaming Experience

Featuring: Sean Cleaver, MetalJesusRocks, John Hancock, John Riggs

3:30 PM – 4:15 PM • Auditorium 1

A panel discussion with three prominent retro gaming *YouTubers* discussing Evercade, its launch and its continued growth in the four years since. Including Marketing Manager Sean Cleaver, MetalJesusRocks, John Hancock and John Riggs, the panel will look at the variety of games, the rebirth of classic cartridge gaming, bringing back arcades and home computers, and the future of the ecosystem.

8-Bit Terrors: Friday the 13th on NES

Featuring: Andrea Subissati • 4:00 PM – 4:45 PM • Auditorium 2

As punishing as it is pixelated, 1989's *Friday the 13th* on NES has endured as an iconic early horror title for console gaming. Join superfan Andrea Subissati *(Rue Morgue Magazine/The Faculty of Horror* podcast*)* for a retrospective on the game's enduring legacy.

Sega Genesis All Stars

Featuring: Randel Reiss, Scott Haile, Lasse Faabeng, Tony Ramos, Desmond Crisis

4:30 PM – 5:15 PM • Auditorium 1

Experience the voices behind the games you love. Dive deep into the minds of developers, artists, designers, and programmers who pour their passion into creating unforgettable gaming experiences. "The Sega Genesis was like having an Apple Macintosh in the living room." The 16-bit gaming revolution that marked an abundance of levels, formidable foes, captivating music, and a gaming experience that surpassed its console predecessors.

Retronauts Podcast: The Many Adaptations of Mario

5:00 PM – 5:45 PM • Auditorium 2

It took 30 years, but at long last we finally have another *Mario* movie. And while Illumination's take on this beloved Nintendo property doesn't stray far from the source material, the last 40 years' worth of adaptations weren't so lucky. Between the East and the West, there's more of these than you'd think, and the recent relevancy of *Mario* media raises the question: Hey, why don't we talk about them all? On this panel, join your friends on the *Retronauts* podcast as they explore the vast and troubled world of *Super Mario Bros.* adaptations.

The Toxic Avenger VERSUS Portland (The Ultimate Troma Panel)

Featuring: Lloyd Kaufman, and TOXIE himself, moderated by Justin Silverman

5:30 PM – 6:15 PM • Auditorium 1

It's the 50th anniversary of Troma Entertainment! The producers of the *Toxic Avenger* series, *Class of Nuke 'Em High*, and hundreds of other films. The President of Troma, Lloyd Kaufman is here (with Toxie) to do a Q&A and chat about his history in the business creating the "movies of the future." Prizes whether you win or lose, and we'll take you back in time with classic commercials in between rounds.

Cosplay Contest

6:00 PM - 9:00 PM • Retrocade Stage

Bring your cosplay A-game to Portland Retro Gaming Expo for a chance to win some awesome prizes! Pre Meet begins at 3:00 PM in Room G-130. For more details, see page 14.

35 years of Nintendo Power

Featuring: Stephan Reese • 600 PM - 6:45 PM • Auditorium 2

It's the 35th anniversary of *Nintendo Power Magazine!* Join Stephan Reese (Executive Director of the Interactive Art Collection) and a panel of video game industry veterans who made the magazine as we discuss *Nintendo Power's* rich history!

Creating the Perfect Modern-Retro Indie Game (with Retroware)

Featuring: Justin Silverman • 6:30 PM - 7:15 PM • Auditorium 1

Contra-clones, mock *Mega Mans*, duplicate *Donkey Kongs*... it seems like everyone is making retro-inspired games nowadays. Some get it right, some get it very very wrong. This panel by Retroware (creators of *Prison City, Iron Meat,* and *Toxic Crusaders*) goes over the hits, the duds, and their references. OH, and you'll also learn (dramatically) why a modern pixel game CAN'T fit on an NES cartridge!

Double NintenDare!! A Retro-Fueled Nintendo Game Show!

Featuring: Curtis Bonds • 7:00 PM - 8:30 PM • Auditorium 2

On your mark... get set... GO!! Double NintenDare is a Nintendo-themed throwback to the classic kids' game show of a similar name. Put your knowledge and skill of classic and current Nintendo games to the test by answering tricky trivia questions or taking on our special 'Digital Challenges' and finishing the dreaded Mario Maker Obstacle Course! Each player will receive fabulous prizes whether you win or lose, and we'll take you back in time with classic commercials in between rounds.

Extra Lives: The Live Experience

8:30 PM - 9:30 PM • Auditorium 1

Extra Lives is the world's first Audience RPG: a fully narrated choose-your-own-adventure game where YOU are the main character. Plunge into an exciting story with visuals, music, sound effects and footage drawn from legendary console games and a live score provided by the lovable nerds of Extra Lives. At key junctures you'll get to vote on how the character proceeds, leading to special story branches. This story with multiple endings and over 60 possible variations (depending on audience choices!) will transport you back to your childhood. To the next level!

Game Collecting and YouTube in 2023 Q & A

Featuring: John Hancock • 10:15 AM – 11:00 AM • Auditorium 1

All around Q&A panel with collectors and *YouTubers* about the struggles and triumphs of collecting (crazy tales, hits, misses, dos & don'ts) and social media.

1982-1984:Inside the Bally/Midway Art Department and Beyond

Featuring: Paul E. Niemeyer • 10:15 AM – 11:00 AM • Auditorium 2

Paul will regale the crowd with tales from behind the scenes of the enigmatic art department in the Bally/Midway Golden years, right up to the Video Game Crash of late 1983, and beyond...

Growing Up Genesis with G to the Next Level

Featuring: "G" Gracin III • 11:15 AM – 12:00 PM • Auditorium 1

Is it true that Genesis DOES what Ninten-DON'T? *YouTube/Twitch* creator and Sega enthusiast, G to the Next Level, invites you to discuss how Sega's iconic 16-bit console changed their life, showcasing the necessities and forgotten gems of the console, talking *YouTube/Twitch* life, their Growing Up Genesis project, show an exclusive sneak preview of their newest video, Q&A, and have some trivia about the Mega Drive. Cause To Be this Fun Takes AGES!

How I Made an NES Game without Knowing How to Code

Featuring: John Riggs • 11:15 AM – 12:00 PM • Auditorium 2

John Riggs has released 7 video games, but he had a lot of help along the way. In this panel you'll hear how he was able to brainstorm, facilitate, and even release new video games on multiple platforms without previously knowing how to code.

The Digital Eclipse Panel!

Featuring: Chris Kohler • 12:15 PM – 1:00 PM • Auditorium 1

The developers of last year's critically acclaimed *Teenage Mutant Ninja Turtles: The Cowabunga Collection* and *Atari 50: The Anniversary Celebration* are changing the way classic game compilations are made and played. Meet the developers from Digital Eclipse as they discuss their new approach to reviving gaming's most iconic titles.

Based on the Hit Game: The First Decade of Films Adapted from Video Games

Featuring: Dylan Reiff • 12:15 PM – 1:00 PM • Auditorium 2

Since the 1980s, film and video games have powerfully influenced each other in terms of content, structure, pacing, and more. In this panel we'll examine this relationship by exploring the first wave of game-to-film adaptations. We'll revisit the era when the 8-bit industry boomed, and we saw the birth of a notorious new cinematic genre: "Films adapted from hit games"! We'll dig into video game history as we chart their journey to your local multiplex, via four infamous films defined by bold ideas, technological innovation, and good old-fashioned greed.

Adventures in Saving Video Game History

Featuring: Frank Cifaldi • 1:15 PM – 2:00 PM • Auditorium 1

We all know that preserving video game history is important, but what does that MEAN, exactly? What's being done about it, and more importantly, what isn't? Are we in danger of losing our past? Video Game History Foundation founder Frank Cifaldi draws on nearly 25 years of game preservation in this intimate discussion. Audience participation is encouraged, come with your burning questions!

A Flower and A Kiss: Tropes and Romance in Games

Featuring: Two Girls One Ship Podcast featuring Jennasis and Virvada

1:15 PM – 2:00 PM • Auditorium 2

Are you a chronic romancer of the broody elf in your party? Or perhaps you prefer the defrosting ice queen as your love interest? Join Jennasis and Virvada from the *Two Girls One Ship* podcast as they cover popular tropes and narrative devices used to craft the most loved and lusted after romance options in video game history.

In the Trenches:
Fond and Funny Memories Working in Xbox and Microsoft Game Studios

Featuring: Chris Chamberlain • 2:15 PM – 3:00 PM • Auditorium 1

You always hear from the big named VPs and Directors from game companies, but how about the people in the trenches making the consoles, operating systems, and games that delight millions of players around the world? Hear from a handful of testers, producers, designers, and engineers that worked on some amazing titles for Nintendo 64, PC, PlayStation 2, Xbox, Xbox 360, Kinect, Xbox One, and Mobile. Hear stories about working on some fantastic AAA titles, some AA titles, and some that didn't make it to release.

Indie Arcade Wave: The Next Generation Of Arcade Games

Featuring: Joe Wagner, Tony Hauber, Dan Fessler, Rob Howlandf

2:15 PM – 3:00 PM • Auditorium 2

What is the Indie Arcade Wave? We dive into independent development teams that are dedicated to creating engaging and unique arcade games for arcade bars. Hear from the developers of *Galactic Battleground, DeathBall, Nidhogg II, Switch N Shoot*, and *Armed and Gelatinous* about what it takes to make these games from idea to cabinet and everything in between. Come learn more about this rapidly growing community of developers and players. Hosted by Joe Wagner from *Indie Arcade Wave* the #1 podcast covering indie arcade development and arcade bars.

Finally Emulating the Atari Jaguar

Featuring: Rich Whitehouse • 3:15 PM – 4:00 PM • Auditorium 1

For nearly 20 years after the console's release, attempts to emulate the Atari Jaguar struggled with accuracy, compatibility, and performance. For the development of *Atari 50: the Anniversary Celebration*, Rich Whitehouse wrote a new Atari Jaguar emulator. Rich talks about the technical and personal challenges faced, why the Atari Jaguar has been such a difficult beast to tame.

Atari 2600 Cage Match

Featuring: Garry Kitchen and Tod Frye, moderated by Tim Lapetino
3:15 PM – 4:00 PM • Auditorium 2

Everyone has their favorite Atari 2600 games, but what do the programmers behind the games think? Tim Lapetino invites a pair of original Atari game designers to discuss and debate their favorite games and why! What did they learn from each other? Great programming? Great gameplay? Who were the people responsible for the tricks and methods that kept the Atari 2600 relevant for many years. Come explore what makes a great Atari 2600 game from the minds who made them! Hear about the very best 2600 games from the programmers themselves, including Tod Frye *(Pac-Man, Swordquest: Fireworld)* and Garry Kitchen *(Donkey Kong, Keystone Kapers, Pressure Cooker, Space Jockey).*

The GameSurge!: Ultimate Video Game Trivia

Featuring: Mark Dalton-Bowers • 4:15 PM – 5:00 PM • Auditorium 1

Welcome to The GameSurge. Do you have the video game knowledge to win it all or will you falter? Be selected as a contestant or play along in the audience as we test your video game trivia knowledge in all sorts of fun/unique ways! Who will win? Only one way to find out!

Remastering the Worst Game Ever Made: Plumbers Don't Wear Ties Definitive Edition

Featuring: Audi Sorlie, Joe Modzeleski • 4:15 PM – 5:00 PM • Auditorium 2

How do you go about bringing back the worst game ever made in 2023? You give it the greatest remaster ever seen! Audi Sorlie and Joe Modzeleski from Limited Run Games chronicles and showcases the multiyear development to bring *Plumbers Don't Wear Ties*, the worst game ever made, back in a new definitive edition for the first time ever. From the technical challenges to the memes, this journey took as many twists and turns as John and Jane's story in the game!

Live Game Collectibles Auction • 7:00 PM - 11:00 PM • Hall C

Since 2010, the PRGE collectibles auction has been one of our most popular events.
2023's live auction will occur on the evening of Saturday, October 14 on the Main Stage in Hall C (same spot where the Blockbuster World Video Game Championship happens during the day)! Auction items can be seen at the Main Stage starting around 6:30 PM.

This year we have a special treat!

Ryan Niemiller, *AGT's* "Cripple Threat" live comedy show on stage begins at 7:00 PM!

We heard your feedback on last year's auction — so this year we will be back to the classic "LIVE in the room" format, with items being auctioned off in front of the audience.

Live Auction Schedule

Location: Hall C

SATURDAY

6:15 PM • Check-in outside of Hall C's main entrance doors, seating begins for dinner guests

6:30 PM • Dinner is served for dinner guests - Dinner buffet is for dinner guests, but anyone can have free coffee/tea or go to the cash bar and enjoy an adult beverage or soda. Non-dinner guests are able to enter.

6:30 PM • General public enters

7:00 PM • Comedy Act Begins "The Cripple Threat"

8:00 PM • Short Break before Auction Begins

8:15 PM • Auction Begins

10:00 PM - 11:00 PM • Auction ends

Ryan Niemiller "Cripple Threat"

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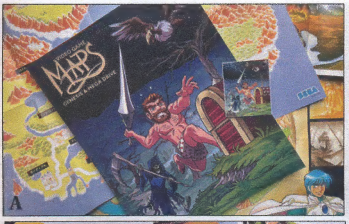

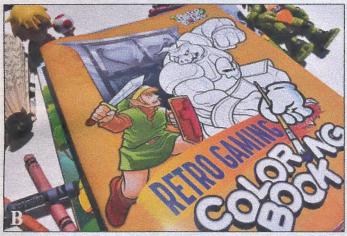

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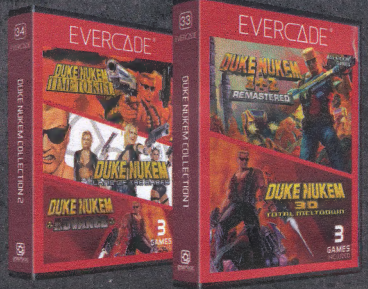

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HOLLYWOOD

MOVIE MADNESS

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ROOM G131-G132

(Free and Open to the Public)

1PM-8PM

Early Access for PRGE Pass Holders

12PM-1PM

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